

STAR
WARS
GALAXIES™
TRADING CARD GAME

THREAT OF THE CONQUEROR

Threat of the Conqueror Campaign

The Conqueror, an Imperial Star Destroyer, is armed with a planet-destroying weapon like the one on the Death Star battle station. The Rebels of Col Serra's Renegade Squadron will battle the Imperial Storm Commandos of Admiral Victor Strang to end the Conqueror's threat to galactic peace!



Light Side Campaign: Renegade Squadron

Renegade Squadron traverses the galaxy looking for an Imperial secret weapon that outfits devastating technology on a single Star Destroyer. This breakthrough will serve as a replacement for the Death Star battle station lost at Yavin IV. The Jedi have assigned key personnel to help the Rebels in their search.



Scenario 1: In the Shadows

A simple mission to take out an Imperial weapons depot on Naboo leads to a startling revelation.



Your exploits in the battle against the Galactic Empire have been recognized. Col Serra, one of the leaders of the Rebel unit called Renegade Squadron, contacts you. You meet him at a small camp in the forests of Naboo. 'We're gettin' ready to raid a weapons depot,' says Serra.

'What kind of weapons are we looking for?' you ask.

'Sorry buddy,' he says with a laugh. 'Every mission can't be about saving the galaxy. Taking out this depot will hurt the Imps on Naboo, and that's all we're after.'

Renegade Squadron has an excellent reputation among Rebel special forces units. The commandos you meet are rough around the edges and not regular military. However, you're impressed by the way that a few words from Serra get them ready for action. Planning for the operation is simple and effective, and there are no questions. They work together like a well-oiled machine.

Soon, you're on a ridge spying on the depot with electrobinoculars. 'That's Sarkli,' you say.

'Captain Sarkli?' asks Serra, taking the binoculars.

'He's a leader of an elite group of commandos,' you say.

'This is gonna be tougher than we thought,' says Serra. 'Storm Commandos,' he says to the Renegades, and their grim looks show that they know what he's talking about.

Your troops get about halfway across the broken terrain to the north of the depot building when the Imperials sound the alarm. From the roof of the building, you can hear Sarkli say, 'Get off your butts, men. We're under attack!' Blaster shots force you and the Renegades to take cover, and the firefight begins.



Sarkli's Storm Commandos put up a good fight, but Renegade Squadron gets the upper hand. You take control of the weapons depot as Sarkli and his men escape into the wilderness. Inside, there are dozens of crates of weapons and ammunition. The Renegades begin to take inventory, examining each crate in turn.

The only office in the building has a small safe, which one of the Rebels opens with slicer gear. 'Datafiles,' he says, holding up a fistful of the plastic cartridges.

'Let's take a look,' you say as you shove one of them into the computer console. A holo appears of an Imperial Star Destroyer.

'Just another ISD,' says Serra.

'Wait,' you say as the image rotates. 'Look at the bow. That weapon is not standard issue.'

Serra switches off the console and pulls out the datafile. 'Alright, collect all these files and we'll have the slicers look 'em over. We're done here. Renegades.'



Scenario 2: Behind the Shroud

A research facility on Naboo is your next target, and it's guarded by an unexpected adversary.



You watch over the shoulder of a tech as she examines the data from the weapons depot. Data streams across her screen, and the holo of the Star Destroyer rotates nearby.

'What is that weapon?' you say, pointing at the bow of the image.

'I'm not sure,' she says. 'But it's big. Really big.' She scrolls through more data and stops with a gasp. 'It's a superlaser. Like the one on the Death Star.'

'Watch,' she says, as the holo shows a green beam from the prow of the starship. 'There are beam generators here and here,' she points, 'They focus here.' She points at where the beams converge.

'This weapon was developed at a research facility here on Naboo,' says Serra. 'Then that's our next target,' you say.

Soon, Renegade Squadron breaks into the facility. You move through testing bays and fabrication chambers looking for the main control room. You hear the hiss and hum of a lightsaber. You see a single figure dressed in dark Sith robes, bathed in the red light of the weapon.

This is as far as you get,' says the man you recognize as Sith Acolyte Namman Cha. 'The eradication of Renegade Squadron will keep this facility's secrets safe.'

'We came here to find out more about that superlaser,' you say.

'You have no idea what you're dealing with,' says Cha. With a powerful leap, he closes the gap between you and the battle begins.



The ferocity of Namman Cha is impressive, but your superior numbers begin to take their toll. The Sith decides that escape is preferable to death. With another impressive Force leap, he bounds skyward to crash through a skylight and run away into the night.

You enter the main control room of the weapons facility. Your slicers download all available data from the consoles there. As the data streams are collected, one of them says, 'Conqueror.'

'What?' you ask.

'That's the name of the Star Destroyer with the superlaser,' he says. 'It's called the Conqueror.'

'Now we know what to look for,' you say. 'It can't be that hard to find a starship that's sixteen hundred meters long.'



Scenario 3: Blackguard Battle

When you try to hijack a shuttle on Mustafar, an unusual alliance between the Blackguard Dark Jedi and Imperial intelligence stands in your way.



The green beams converge again, forming a single destructive blast. Again, you watch the rogue moon blow into a thousand million fragments, crowned by a ring of exploding energy. No matter how many times you watch the holo, it chills you. 'This is what it must have been like to watch the destruction of Alderaan,' you say.

'Except that this was a small, uninhabited planetoid in the Mustafar system,' says Serra. 'Still, the power of this weapon is incredible.'

'Now that we know there's been a successful test, we have to move quickly,' you say.

One of the techs speaks up. 'According to the timestamps on these recordings, the Conqueror should still be in the Mustafar system.'

'We have to find a way to get aboard,' you say.

Soon, you're on Mustafar, talking with a Rebel intelligence officer. 'Supply shuttles travel from the surface to the Conqueror once each day,' he says.

'If we can hijack one while it's grounded, we can get aboard,' you say.

Just before dawn. Renegade Squadron is in position, ready to attack when the shuttle lands. A speeder shows up with a squad of local Blackguard Elite Minions. Ysanne Isard, director of Imperial intelligence, leads them.

'If they're working together, this must be important,' says Serra. 'We'll have to take 'em out before the shuttle lands.'

You can hear Isard talking to the Blackguard. 'This operation is of the highest importance to the Empire,' she says.

'That's why we're here,' you say. She turns to face you, and the firefight begins.



'Fall back!' says Isard, as she retreats to the Blackguard speeder. They lay down a volley of suppressive fire that keeps you pinned down. The Renegades are unable to pursue as the Blackguard survivors jump into the speeder and it flies away.

'Alright men, focus on the mission,' says Serra as he slams a fresh energy cell in the grip of his blaster rifle. 'Get back into position now!' Once again, the expert commandos of Renegade Squadron deploy under cover around the perimeter of the site.

When the shuttle arrives, your plan works to perfection. The hapless crew is subdued, and soon you are putting on their uniforms and boarding the shuttle to complete your infiltration.



Scenario 4: Fall of the Conqueror

Aboard the Conqueror, you head for the reactor core, where you must battle the ship's captain and his squad of Imperial commandos.



'Admiral Strang?' asks Col Serra as your shuttle travels on autopilot from the surface to the Conqueror. 'Victor Strang? He's the captain? He used to lead a team of Storm Commandos,' says Serra. 'Stay sharp, men. This will be no ordinary boarding action.'

Identifying codes are exchanged and the shuttle lands in the huge docking bay of the Star Destroyer. Your uniform disguises provide a moment of surprise, and a quick firefight takes out the stormtroopers there.

'Aft to the reactor core,' you say as you head down a passageway. The rest of Renegade Squadron follows, shedding their shuttle crew uniforms on the way.

Navy troopers are swept away as your team approaches the reactor. An alarm horn begins to blare and red emergency lights flood the corridor. Blast doors shut ahead of you, blocking your path.

Serra waves a hand forward, and two of the Renegades apply a strip of thermal detonator tape on each side of the door. 'Three, two one,' says one of them, and everyone falls back to take cover. Two loud bangs are followed by one of the blast doors clanging to the deck.

When the smoke clears, you see an Imperial officer wearing commando body armor. 'Isard warned me you were coming,' he says. 'I am Victor Strang. This is my personal guard,' says the admiral, brandishing a heavy blaster rifle towards a squad of commandos behind him. 'This is my ship. You're not taking her from me.'

'We're not here to capture your ship,' you say. 'We're here to destroy it.'

'I like that even less,' says Strang with a laugh. Then he steels himself and says, 'Defend yourselves.' The battle begins.



The battle between two special forces teams is brutal and swift. Renegade Squadron employs overlapping supporting fire to gain the upper hand, and you see Strang give his troops the order to fall back. Before you can pursue the admiral, another blast door clangs shut behind him. 'Let him go,' you say.

Serra says, 'Set those charges on the reactor, men.' Your medics treat the wounds from the firefight as the demolition experts do their jobs. 'Timers set sir,' says one of them. 'Back to the docking bay,' says Serra.



Scenario 5: No Chance

The demolition charges are set, but blocking your escape from the doomed Star Destroyer is a formidable Force-sensitive opponent.



With the timers set on the demolition charges that will destroy the Conqueror, Renegade Squadron rushes through the Imperial Star Destroyer to get back to the docking bay. The plan is to commandeer a shuttle and then escape the starship and return to the surface of Mustafar.

The alarms are still blaring throughout the massive starship. You encounter resistance from Navy troopers and stormtroopers at several critical junctions. They are no match for the heavy firepower carried by your team, so you're making good progress.

However, ten precious minutes have expired by the time you reach the docking bay. The shuttle that brought you to the Conqueror is still there. 'We're going home on the shuttle that brought us here,' says Serra.

Although there are several groups of workers throughout the huge hangar, your team heads straight toward the shuttle with no time to lose. Before you can board, you're stunned to see a massive, armored, cloaked figure stroll down the landing ramp.

'Vader!' says one of your men. 'What's he doing here?' whispers another.

'As I said, they will return here,' says the dark lord of the Sith. From inside the shuttle, a squad of elite stormtroopers gathers. 'Your plan is foiled,' says Darth Vader. 'I am here to see that the Emperor's new superweapon is safely delivered to him.'

'And we are here to destroy this ship,' you say. 'Detonation charges are set on the reactor core. You'll never get there in time.'

'We'll see about that,' says Vader. 'Either way, you have no chance of leaving this ship alive!'

'No chance?' says Serra, raising an eyebrow. With a quick wave of his hand, the Rebel commandos attack.



The firefight ebbs back and forth as the clocks on the detonators move toward the explosions that will destroy the Conqueror. When the Sith Lord and his stormtroopers take cover beneath a Lambda-class shuttle, your Renegades fire missiles into the starship.

In a sudden explosion, fire and debris engulf Vader and the Imperials. 'Get to the shuttle!' you say, and your team boards the same starship you arrived in. In moments, the tiny starship blasts out of the docking bay.

Several tense moments go by as you wonder if your shuttle can get far enough away to escape the explosion. Then, you begin to wonder if the charges are going to explode. Two other starships escape from the Star Destroyer in these fleeting seconds. A TIE advanced starfighter and then an Incom gunship blast out of the docking bay.

At long last, massive explosions tear through the hull of the Conqueror and a cheer goes up from the Renegades aboard your shuttle. Secondary blasts pop off in a spectacular display as the Star Destroyer begins to break into pieces.

'Looks like the end of Darth Vader,' says Serra with a grin.

'I don't think so,' you say. 'That TIE was probably his ship. In addition, I wonder if Strang was on that gunship. Either way our mission is a success, and the Conqueror is no longer a threat.'

